

# CURRICULUM VITAE

MAX-ALBERT SCHULZ, B.A. | 3D ARTIST

## ADDRESS:

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## ABOUT ME

I'M A 3D ARTIST AND TECH ARTIST FROM VIENNA. OVER THE TIME I HAVE DISCOVERED MY PASSION FOR 3D MODELING AND PHOTOREALISTIC RENDERINGS. BEYOND SCULPTING AND TEXTURING, MY DIVERSE INTERESTS EXTEND TO BEING AN AVID BOARD GAME AND UNIVERSE ENTHUSIAST AND A PET LOVER.

## EDUCATION

SALZBURG | UNIVERSITY OF APPLIED SCIENCES - 2022 TO CURRENT

MASTER OF ARTS | MULTIMEDIAART, MAJORING IN COMPUTERANIMATION

SALZBURG | UNIVERSITY OF APPLIED SCIENCES - 2019 TO 2022

BACHELOR OF ARTS | MULTIMEDIAART, MAJORING IN COMPUTERANIMATION

VIENNA | HTBLUVA SPENGERGASSE - 09/2011 - 07/2017

MEDIADESIGN, MAJORING IN GAMEDSIGN - LEAVING CERTIFICATE

## EXPERIENCE

SINCE SUMMER 2023 - CO-FOUNDER OF REIGNITE GAMES GMBH

2021 TO 2023 - JUNIOR 3D ARTIST AT SOMA REALITY GMBH

FALL 2021 - INTERNSHIP JUNIOR 3D ARTIST AT SOMA REALITY GMBH

SUMMER 2016 - INSTALLATION AND SETUP OF PROJECTORS FOR EVENTS

SUMMER 2015 - WEBDEVELOPING AND LOGODESIGN FOR DANCEBASE-VIENNA

## PROJECTS

SALZBURG 2021-23 | BACHELOR PROJECT - PANTA RHEI

VIENNA 2016 | DIPLOMA PROJECT - „INEO - EIN SENIORENFREUNDLICHES VR-SPIEL“

VIENNA 2015 | KÜNSTLERHAUS PROJECT - FUTURE DESIGN „BOMB THE SPOT“

## SKILLS

### 3D SOFTWARE

MAYA  
ZBRUSH  
MARVELOUS  
DESIGNER  
SUBSTANCE-  
DESIGNER/  
PAINTER

### ADOBE SOFTWARE

PHOTOSHOP  
AUDITION  
ILLUSTRATOR  
INDESIGN  
PREMIERE PRO  
AE

### PROGRAMMING & GAME ENGINE

UNITY 3D  
UE5  
C#  
HTML & CSS

### LANGUAGE

GERMAN  
ENGLISH  
NATIVE  
B2